

THANK YOU FOR YOUR ORDER

This is a short guide through some of the functions of

MULTI-DRAW 2068

WRITTEN BY KNIGHTED COMPUTERS

After loading the program, move the cursor in any direction and the main screen will appear with the word "Save Pg" on the lower left corner of the screen. You will notice that there are two cursors on the screen - the "NORMAL CURSOR" is the large character size cursor, and the "SELECT CURSOR" is the small one in the row at the bottom of the screen. The NORMAL cursor can be moved by using up, down, left or right with the stick. The SELECT cursor will move only left or right (it will wrap around the screen) by using the stick in the #5 position or #3 position as shown below.

	0	
7	1	
6	+	2
5	3	
4		

NOTE: If program at any breaks in error, type GO TO 9000 to get back to main screen.

If the SELECT cursor is not at the very first square - move it now to that position (using stick at 5 or 3). Next use quickly (step) the stick in the direction 7 and notice how the commands change. If you hold the stick in that position, the commands will repeat. To execute any of the commands, (don't do it yet), simply move the stick to the 1 position. With the SELECT cursor still in the first column, (col. 0), make the command DRAW appear (you need not move the stick to the 1 position to execute this command. Next, move the stick in the 5 position to move the select cursor to any character after the P I on the bottom. Now press the fire button on your stick, the character directly under the cursor has now been printed on the screen at the NORMAL cursor position. Move that cursor away from that area to better view your character.

If you hold the fire button, while moving the stick, your character will repeat. To erase any of what you've printed, move the SELECT CURSOR on bottom to one of the blanks to the left then press the fire button. Try it. While your SELECT cursor is at this position, move your stick to the 1 position (quickly), you will now see a blown up pixel screen of the area around the cursor and you may turn on or off any pixel by placing the normal cursor on that pixel and pressing the fire button. Use up, down, left or right only. If you use stick position 1, you'll return to the main drawing screen once again and view your changes. If you place the SELECT CURSOR to the right of the P I you can then change any character under the cursor by moving the stick to position 1 as before.

Move your SELECT CURSOR to the very 1st box and change the command to CLR S\$, execute this command by moving the stick to the 1 position.

NOTE: If you now have a 2040 printer attached, you can print a copy of the screen - before you clear it, to the printer by selecting COPY and executing.

This is basically how the program works, for further details, and the use of the many other functions read the enclosed documentation & instructions.

NOTE: The P I on the bottom of the screen refers to paper and ink, respectively, and the colors can be stepped by moving the stick in the 1 position. You're now ready to try out more of the functions explained very well in the enclosed documentation/instructions.